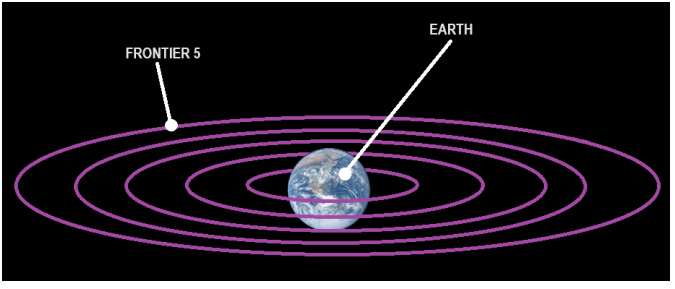
Beyond Frontier 5

INSTRUCTION MANUAL

The Story

The year is 2524 A.D. After centuries of space exploration, humanity has discovered dozens of new planets. A space chart has been created with perimeters marking the areas of space that has been fully explored. These perimeters are called Frontiers with a number sequence to place them in relation to earth. The farthest explored perimeter is Frontier 5. No spaceship has gone beyond that, until now...



One month ago, a spaceship was sent out on a mission to explore this new frontier. Shortly after crossing the frontier border the base on earth lost contact with them. A new ship was sent out on a search and rescue mission. After a month they had an encounter, just beyond Frontier 5…

Fargoz

The first planet discovered outside Frontier 5 is called Fargoz by the inhabitants. According to the locals it is run by an evil emperor called Archon. Little is known about him, but it's very apparent that he is very unpopular amongst the inhabitants of Fargoz. Some of them have started a rebellion against him and they will aid anyone willing to fight against Archons oppression.

Start or Load a Game

When you first start up the game you must choose “New Game” to begin your adventure. Along the way you will find dedicated save rooms. When you utilize these save rooms your progress is saved. When you start up the game again after having saved your progress at a save room, you can choose “Load Game” at the start menu to continue where you left off.

Save Rooms

At certain locations you will come across a room with a computer terminal. These are save rooms that will record your progress. To save the game, stand in front of the computer and press UP on the controller. You will then enter a save menu. Press UP or DOWN on the controller to move the cursor. If you press B while “Save” is selected your game is saved and the message “Save OK” will be shown. To continue playing, choose “Exit” and press the B-button again.

Warp Rooms

Some rooms have doors marked with a W. These rooms are called warp rooms. If you go through a door like this, you will end up in another warp room in a different area. You can go back through the door you came from to return.

Warp rooms can be very useful to quickly travel across Fargoz. You might come across warp rooms that will send you to an area where you can't progress until you have a specific item or powerup. Make a mental note of where this warp room is located, since you'll likely need to use it later.

The Status Bar (HUD)

At the top of the screen, you will find the status bar. This shows vital information about your character and his inventory.

Life bar. Displays the players current health.

Armor. Shows the current armor level.

Luck. A higher number means more drops from enemies.

Items. When you acquire special items they will show up here.

Bombs. The current number of bombs in your inventory.

Keys. The number of keys in your inventory.

Gems. Amount of gems in your inventory. Blue gems is the local currency.

Astronauts. Number of astronauts saved.

Items

Heart

Refills one unit in the players health bar.

Gem

Worth 50 blue gems.

Key

Opens locked doors.

Bomb

Powerful weapon and can break some walls.

Big Heart

Extends players life bar.

Big Gem

Worth 500 blue gems.

Mammoth Key

Big mysterious key.

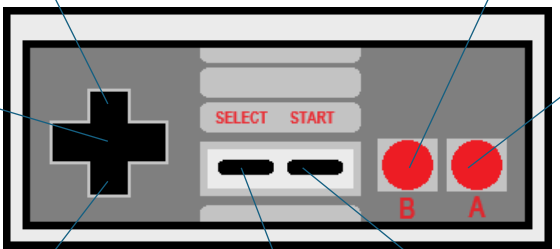
Hovering Orb

An ancient relic with magical powers.

Controls

Climb up ladder, go into doors or fly up with the Hovering Orb. To launch bombs, hold up and shoot (B).

Shoot or confirm selection in a menu.



Move the player left or right.

Jump.

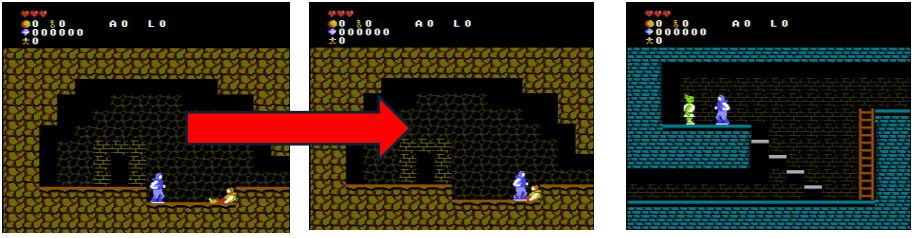
Climb down ladder or fly down with the Hovering Orb. You can go down through thin platforms by holding down and jump (A).

Pause game. Display map coordinates.

Change form when you have the appropriate power up.

Talking to Characters

Along your journey you will encounter several characters you can talk to. These are both the locals of Fargoz and your lost comrades. Make sure you talk with every character you see. Some of them have very useful hints. To rescue the lost astronauts, you need to talk to them. To start a conversation with someone you need to stand in front of them and press the B-button. You advance the conversation by pressing the B-button again.



Shops

There are several shops on Fargoz. These are set up by the rebels. The shopkeepers will provide equipment to anyone willing to fight against Archons empire.

To navigate the shop menu, press up or down on the controller.

Press the A-button to get a description of the selected item.

Press the B-button to purchase selected item (if you have enough gems).

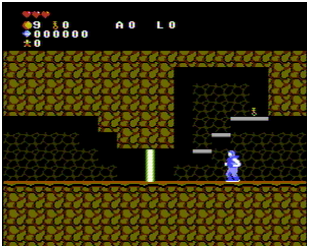
Make sure you collect all the blue gems you come across. The shopkeepers are friendly and will help you, but they don't give away their inventory for free. They will also keep track of your current items and health. If you try to buy an item you already have or if you try to buy health refill when your health is full, they will tell you that you don't need more of that item.

Read the item descriptions carefully. Some shop items are crucial for progression in the game.

Doors and Cracked Walls

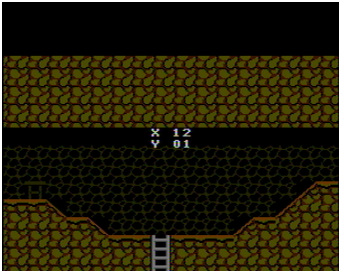
At some points in the game, you will encounter locked doors or walls that block the way. In these cases, you need keys or bombs to get past. Bombs will crush the cracked walls and keys will unlock doors. Cracked walls will re-build themselves after you leave the room, but locked doors stay open once you have unlocked them with a key.

Bombs and keys can be bought at the shops or dropped from enemies.



Pause and Coordinates

When you press the Select-button on the controller the game pauses all action on the screen. Pressing Select again un-pauses the game. When the game is paused, you will be able to see your current coordinates on the map. Make a note of these coordinates if you are in a room where you can't progress, but something looks suspicious, and you want to come back later.



Use the next few pages to write down coordinates with a little comment. That way it will be easier for you when you want to return to a previously visited room where you couldn't progress at the time.

Coordinates:

X: Y:
Comment:

Coordinates:

X: Y:
Comment:

Coordinates:

X: Y:
Comment:

Coordinates:

X: Y:
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Coordinates:

X: Y:
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